Suikoden Tactics™

TEEN
T
CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Suikoden Tactics™

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Prologue

The tale I am about to tell concerns certain creatures that were used as runic weapons.

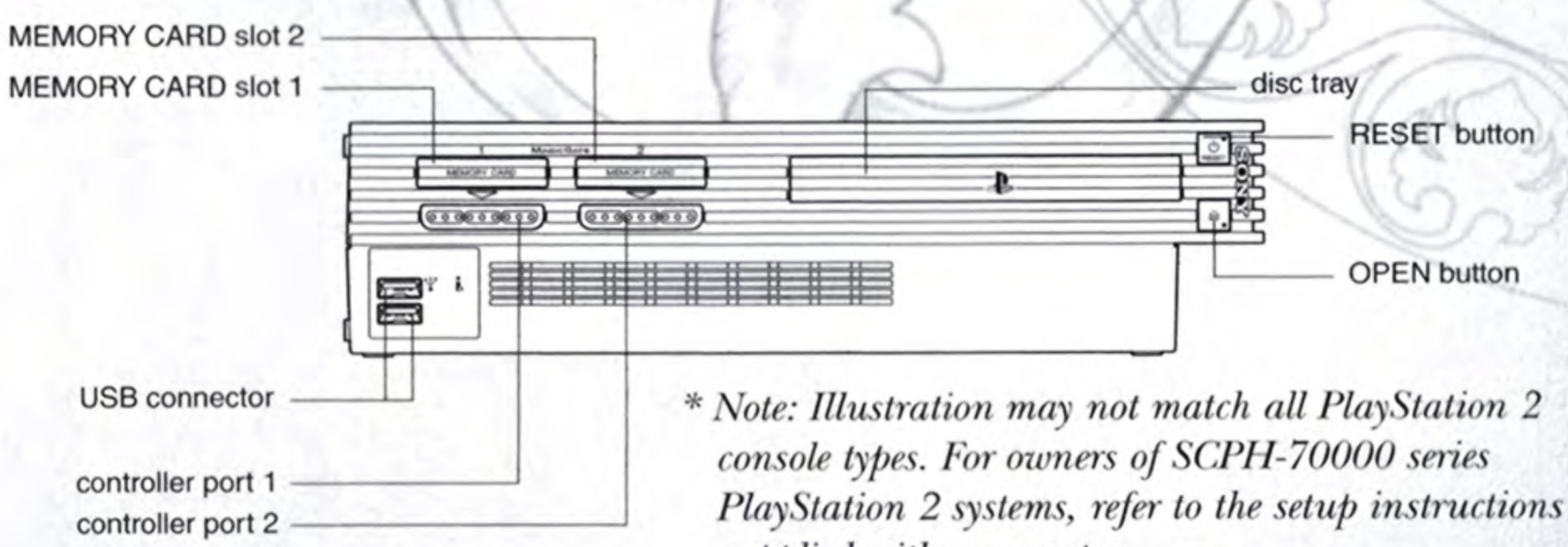
These beings were not of our world, but their bodies were replete with the Rune magic that built it.

It is for this reason that they came, at the hand of mankind, to be used as weapons.

The terrible power of these weapons struck terror throughout the land, but finally some rose up to strike down this evil.

My tale begins some seven years before the Island Nations and the Kooluk Empire went to war... with a minor incident in the back alley of a harbor town.

Getting Started



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ***Suikoden Tactics***™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

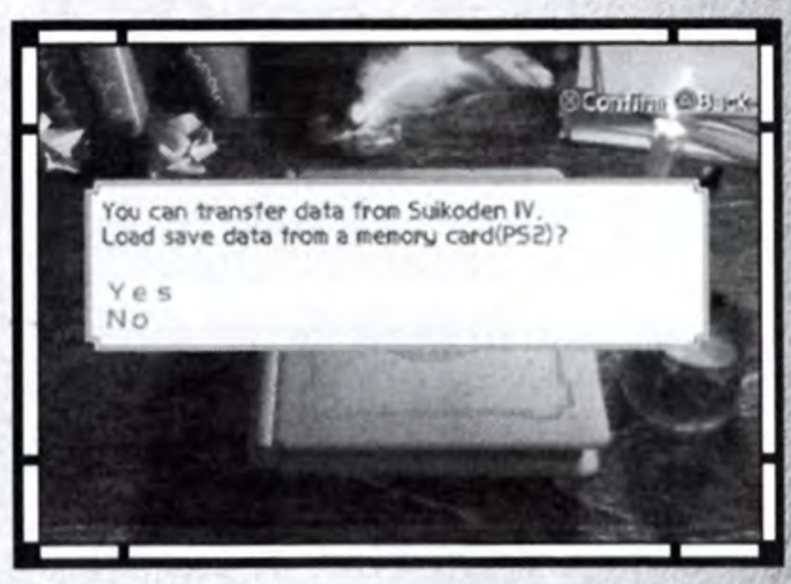
New Game	***Start a new game.***
Load Game	***Load a game from previously saved data.***
Continue	***Continue a battle from a "quick save."***

****Note: You will not be able to continue from quick save data unless quick save data has been created. You will only be able to continue once from each quick save data.***

New Game

Loading Suikoden IV save data
Upon starting a new game, you will be given the opportunity to load saved data from Suikoden IV.

HINT: If you load clear data from Suikoden IV that has all 108 characters…



Game Options
Game options also can be changed at the System Menu after the game has begun.

Save, Load, Quick Save

Save
Save current game progress from the System Menu in the Caravan Screen.

Load
Load previously saved game data from the System Menu in the Caravan Screen.

Quick Save
It will be possible to make a quick save from the System Menu during battles.
The game will exit to the Title Menu after the game is quick saved.
The game can only be continued once from each quick save.

Save Data
This game requires 120KB to save a game and 288KB to make a quick save, for a total of 408KB on the memory card (8MB)(for PlayStation®2).

Starting Up

DUALSHOCK®2 analog controller

	World Map, Town, Caravan	*In Battle*
◎ button	-	Zoom in/out (3 levels of zoom)
⊗ button	Confirm, next message	Confirm, next message, hold to make character move quickly
△ button	Cancel, skip message	Cancel, skip message, return cursor to currently active unit
□ button	-	Toggle map on/off, display help text (for Runes and cooperative attacks)
R1 button	Cycle to next location on map	Cycle to next unit
R2 button	-	Scroll through turn order list
L1 button	Cycle to previous location on map	Cycle to previous unit
L2 button	-	Scroll back through turn order list
directional buttons	Move cursor	Move cursor
right analog stick	-	Rotate camera
left analog stick	Move cursor	Move cursor
SELECT button	-	Change grid display (4 patterns)
START button	-	Display System Menu
mode indicator	Always red	Always red

**Vibration function can be turned on/off from the System Menu.*

**The mode indicator light will always be on.*

**Only controller port 1 is supported.*

Corselia

She joins Kyril after a tragic encounter and dreams of traveling the world to see all that it has to offer. Though normally quiet and reserved, this little girl's fate may change the course of history.

Seneca

A mature, confident young woman traveling with Kyril. Seneca often acts like an older sister to him. Even when things look grim or sad, her reassuring presence and character help to lighten the mood.

Kyril

The game's hero. He has been traveling with his father from a very young age. Well-mannered, with a strong sense of justice, he is always compelled to help those in need. He expertly handles a heavy twin-bladed staff.

Andarc

A young man traveling with Kyril. Because of his overly prim and proper nature, his friends sometimes tease him— but all in good fun. Both Andarc and Seneca are followers of Walter.

Yohn

Her past shrouded in mystery, Yohn follows Kyril ever so closely. Yohn has the ability to hear the passing thoughts of the recently departed and can communicate these thoughts to others.

Game Flow

Throughout the course of the adventure, the player will encounter various "story events," travel across the "world map," explore several "towns," make preparations in the "caravan," and of course engage in many "battles."

Battles

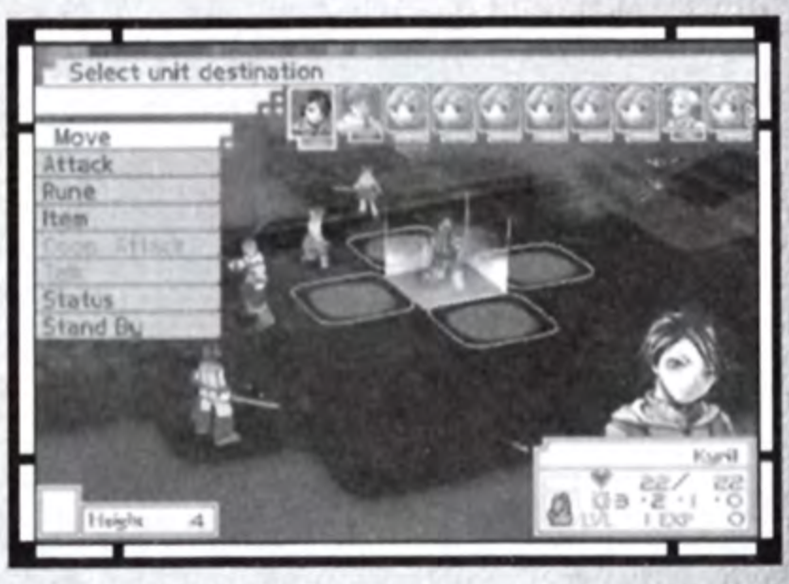
Battles basically proceed in the following manner:

Victory/Defeat Conditions > Unit Selection > Battle > Results

Note: There are some instances where unit selection or results do not apply.

Characters that are selected for battle are referred to as units.

Select "Member List" to choose your units. When the battle begins, the units take action, one by one, based on their turn order. This turn order can be viewed on the top right of the battle screen.



When it is time for a player's unit to take action, orders can be given to that unit. The battle will end when the victory conditions are met and the results are displayed.

If the battle is lost

If the player loses the battle, there will be an option to give up or continue. If the player decides to give up, the game will exit to the Title Menu. If the player decides to continue, experience points gained in battle will be retained, but everything else will be reset.

***Any items used or found in battle will return to their pre-battle status.**

***If the player selects "Retry" from the System Menu, everything—including experience points gained in the current battle—will return to their pre-battle status.**

Friends, Enemies, and Neutral units

During battle, if the Unit Identification option is set to ON, different colors will be used to differentiate between friendly units, enemy units, and neutral units. The turn order list will also display a unit's color.

	Friendly Units (Blue)
	Units that the player can give orders to.
	Enemy Units (Red)
	Units that will attack the player and neutral units.
	Allies and neutral units (Green)
	Allied units that the player cannot give orders to.
	Treasure, Rocks and others
	Some objects can be destroyed by reducing their HP to zero. Items may be contained within. ***Destroyable treasure chests and rocks will not have shadows.**

Victory and Defeat Conditions

This information will be displayed at the beginning of a battle and can also be viewed by selecting "Strategy Info" in the System Menu.

Member List

By selecting "Member List," you will be able to choose which units go into battle, where their starting locations are, what kind of equipment they have, and which skills they currently possess. As the story progresses, mounted units can also be adjusted.

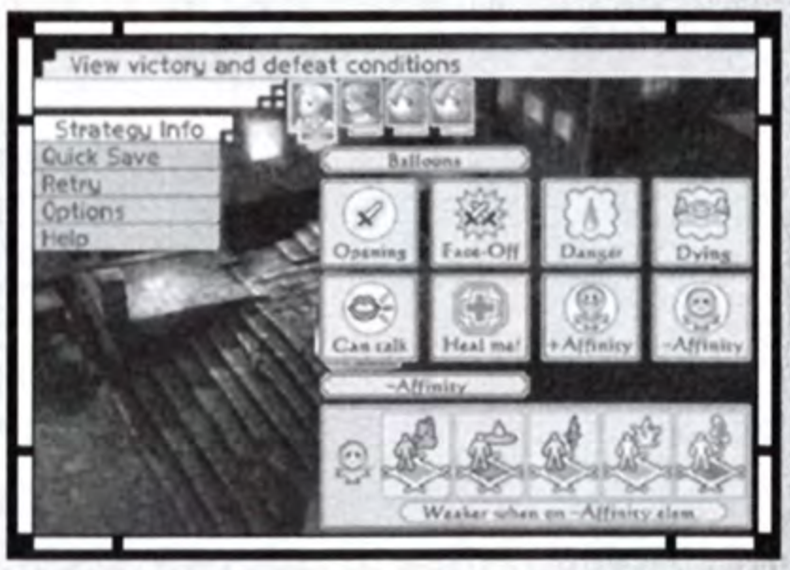
There may be situations where changes cannot be made to units.

Once "Start Battle" is selected, the battle will commence.

Basic Commands	
Move	Move unit.
Attack	Attack with unit.
Rune	Use magic or abilities associated with a Rune.
Item	Use equipped items.
Status	View unit information. This command can be used at any time.
Stand By	End the current unit's turn.

Special Commands **Commands that are available in specific situations*	
Switch	Switch out a current unit for a unit that has not yet been deployed in battle. Once a unit has been switched out, it cannot be put back into battle.
Mount/Dismount	Mount and dismount from creatures.
Cooperative Attack	Use cooperative attacks that have been learned.
Talk	Converse with a specific character.

System Menu (Press START button during battle)	
Strategy Info	View victory and defeat conditions.
Quick Save	Create a quick save. To restart from this quick save, choose "Continue" from the Title Menu.
Retry	Reset all parameters and start the battle over.
Options	Change system options to your liking.
Help	Read helpful tutorials on game mechanics.



Units

Unit Development:
Units will grow stronger as they level up. Units gain experience points as they attack or use items. When a unit gains 1000 experience points, that unit will level up.

Learning and Equipping Skills:
A "skill" is a special ability that a unit may possess. Skill points can be used to learn various skills (see page 14). Once skills are learned, they can then be leveled up. Each unit can equip a set amount of skills.

Skills can really come in handy in battle. Try out various skills to see which skills work best for you. Skills can be equipped on the Member List menu at the start of battle.

Withdraw and Death:
When a unit's HP falls to 0, they will be removed from battle, and either withdraw or die. If a unit withdraws, that character will be available again after the battle, but a character that dies will be gone for the remainder of the game.

Runes

Runes can be equipped by a Rune Master in town. By equipping Runes, powerful magic and abilities will become available. Some Runes enhance character attributes or offer other effects to the unit.

Cooperative Attacks

At times during the course of a battle, specific units will be able to "talk" to each other, and the result may be that they learn a cooperative attack. Cooperative attacks can then be executed when all participating units are positioned in the proper alignment. When these conditions are met, the "Coop. Attack" command will be selectable in battle.

Additional battle information can be found on pages 8 - 11.

Speech Balloon System

During battle, speech balloons will sometimes appear over a unit's head. These speech balloons quickly indicate a unit's current status.

	Opening	An enemy that cannot counterattack is within range.
	Face-Off	If attacked, this unit may counterattack.
	Danger	A counterattack is not possible.
	Dying	If attacked, this unit's HP may fall to 0.
	Can talk	It is possible to "Talk" with this unit.
	Heal me!	This unit is low on health.
	+ Affinity	This unit is on its +Affinity element. Stats will be increased when standing here.
	- Affinity	This unit is on its -Affinity element. Stats will be reduced when standing here.

Terrain Elements

Terrain on the battlefield can be associated with 5 different elements or neutral ground. These are called "terrain elements." Terrain elements can change through the use of magic, items, or abilities.

Each unit has a positive or negative affinity towards the elements that will enhance or reduce the unit's attributes.

* < < < < <

Fire is weak against Water, Water is weak against Lightning, and so on.

*You can check which element is associated which each unit on the character information screen or by cycling through the turn order list.

Support Actions

If a unit's Good Will level (which is hidden) rises with another unit, that unit may protect or assist the other unit if nearby.

Protect

Units with mutual Good Will may be able to protect each other if attacked. Protected units take only half the damage.

Assist

Mutual Good Will also allows units to assist each other when a friend attacks.
Up to three units can join in on an assist. The more units helping, the more damage they do.

The probability and affected area of Support Actions increase with Good Will.
Use the "Talk" command to increase Good Will between units.

Status Effects List

Good Status

Name	Effect
Berserk	Greatly increased Attack
Mind Focus	Greatly increased Magic Attack
Attack Up	Increased Attack
Dodge Up	Increased Dodge
Accuracy Up	Increased Accuracy
PDF Up	Physical Defense up
MDF Up	Magic Defense up
Magic Sword	Magic Sword Skill Rune in use
Gather Power	Increased Attack next turn
Skl/Mgc Immunity	Immunity to Skills/Magic

Bad Status

Name	Effect
Shadow Weave	Can't move
Unbalanced	Can't Counter, Guard, or Dodge
Stunned	Can't do anything
Poisoned	Take damage at end of turn
Sleeping	Can't do anything. Wakes up when attacked
Silenced	Can't use Runes
Bad Mood	Can't Talk or do Cooperative Attacks
Bucket	Decreased Accuracy
Balloon	2 balloons: Jump raised to 3 3 balloons: Withdraw from battle
Savage Sprout	Trapped inside until Savage Sprout is defeated

Skill List

Name	Effect
Counterattack	Chance of a counterattack against an enemy's attack
Parry	Chance of parrying an enemy's attack
Cross Counter	Dodge and counterattack with enemy's ATK added
Deflect Missiles	Chance of deflecting missile weapons
Smash	Chance of ATK x 2 and stun when attacking an enemy
Sniper	Increased Accuracy and chance of critical hit
Battle Lust	Increased number of attacks
Shield Defense	Chance of guarding against frontal physical attacks
Armor Defense	Reduced damage from physical attacks
Fire Magic	Increased fire magic power
Water Magic	Increased water magic power
Wind Magic	Increased wind magic power
Lightning Magic	Increased lightning magic power
Earth Magic	Increased earth magic power
Punishment Magic	Increased punishment magic power
Concentration	Less chance of getting interrupted during spell casting

Name	Effect
Bull's Eye	Increased accuracy for physical attacks
Dodge	Increased chance of dodging physical attacks
Critical Hit	Increased chance of a critical hit with physical attacks
Mind's Eye	Increased dodging/counterattack vs. flank/rear attacks
Hidden Power	Chance of HP recovery when HP reaches 0
Extra Move	Move (Movement - distance moved) at end of turn
Godspeed	+1 Movement
Jump	+1 Jump
Guard	Chance of reducing physical damage by 50%
Narcissism	Additional damage when attacking, thanks to flashy technique
Steal	Increased chance of Steal success
Treasure Hunter	Increased detection range for Divining Rod
True Godspeed	Increased range of movement
Heal	Increased range for healing
First Aid	Increased healing capacity when using First Aid
Backup	Increased range for Backup

Rune List

Magic Runes

Name	*Spell Name*	*Effect*
Fire Rune	Flame Force	Change terrain elements in affected areas to
	Flaming Arrows	Deal fire-based damage to one unit
	Blazing Wall	Damage units on
	???	???
Lightning Rune	Lightning Force	Change terrain elements in affected areas to
	Thunder Runner	Damage central unit and those around it
	Berserk Blow	Damage one unit
	???	???
Water Rune	Water Force	Change terrain elements in affected areas to
	Kindness Drops	Completely heal one unit's HP and status ailments
	Breath of Ice	Damage units within range
	???	???
Wind Rune	Wind Force	Change terrain elements in affected areas to
	Wind of Sleep	Put units within range to sleep (sometimes!)
	Healing Wind	Heal HP of units within range
	???	???
Earth Rune	Earth Force	Change terrain elements in affected areas to
	Clay Guardian	Increase PDF and MDF of one ally
	Vengeful Child	Protection against Magic/Skills once (nearby units)
	???	???

Skill Runes

Name	*Skill Name*	*Effect*
Swallow Rune	Flying Swallow	Deal 0.8 x normal damage to one enemy
	Flying Swallow Cut	Deal 0.5 x normal damage to enemies within range
	Flying Swallow Slash	Deal 4.0 x normal damage to one enemy
Falcon Rune	Falcon Slash	Deal 1.0 x normal damage to one enemy
	Falcon Thrust	Deal 2.0 x normal damage to one enemy
	???	???
Shrike Rune	Shrike Impale	Impale one enemy for 1.0 x normal damage
	Skull Thrust	Deal 1.5 x normal damage to one enemy
	???	???
Red Rose Rune	Red Rose Etude	Deal 1.0 x normal damage to one enemy
	Red Rose Concerto	Put units within range to sleep (sometimes!)
	???	???
Viper Rune	Poison Slash	Deal 1.0 x normal damage to one enemy. Possible poison
	Viper Bite	Deal 1.0 x normal damage to one enemy. Possible death
	???	???
Unicorn Rune	First Style	Deal 1.0 x normal damage to units within range
	Second Style	Deal 1.2 x normal damage to units within range
	???	???
Titan Rune	Giant's Hand	Deal 1.5 x normal damage to one enemy
	Giant's Foot	Deal 3.0 x normal damage to one enemy
	???	???
Minotaur Rune	Helmet Split	Deal 2.0 x normal damage to one enemy
	Earth Split	Deal 0.5 x normal damage to units within range
	???	???
Lion Rune	Piercing Claw	Deal 1.0 x normal damage to one enemy
	Shredding Claw	Deal 1.5 x normal damage to units within range
	???	???

Name	*Skill Name*	*Effect*
White Tiger Rune	Strength Gatherer	Double the power of unit's next attack
	Steel Curtain	Increase PDF by 50% until unit's next turn
	???	???
Hawk Rune	Shadow Weave	Inflict Shadow Weave on one enemy (sometimes!)
	Strong Arm	Deal 2.0 x normal damage to one enemy
	???	???
Eagle Rune	Clairvoyance	Attack with triple normal range
	Piercing Shot	Deal 1.5 x normal damage to enemies within range
	???	???
Rage Sword Rune	Flame Force	Change terrain elements in affected areas to
	Rage Force	Change terrain elements in affected areas to
	???	???
Thunder Sword Rune	Lightning Force	Change terrain elements in affected areas to
	Thunder Force	Change terrain elements in affected areas to
	???	???
Flowing Sword Rune	Water Force	Change terrain elements in affected areas to
	Flowing Force	Change terrain elements in affected areas to
	???	???
Cyclone Sword Rune	Wind Force	Change terrain elements in affected areas to
	Cyclone Force	Change terrain elements in affected areas to
	???	???
M. Earth Sword Rune	Earth Force	Change terrain elements in affected areas to
	Mother Earth Force	Change terrain elements in affected areas to
	???	???
Kangacorn Rune	Rush	Impale one enemy for 2.0 x normal damage
	Kangacorn Spirit	Cause temporary berserk, increased PDF/MDF
Giant Owl Rune	Wind Blade	Deal 0.5 x normal damage to units within range
	Owl Heart	Cause temporary berserk, increased accuracy/dodging

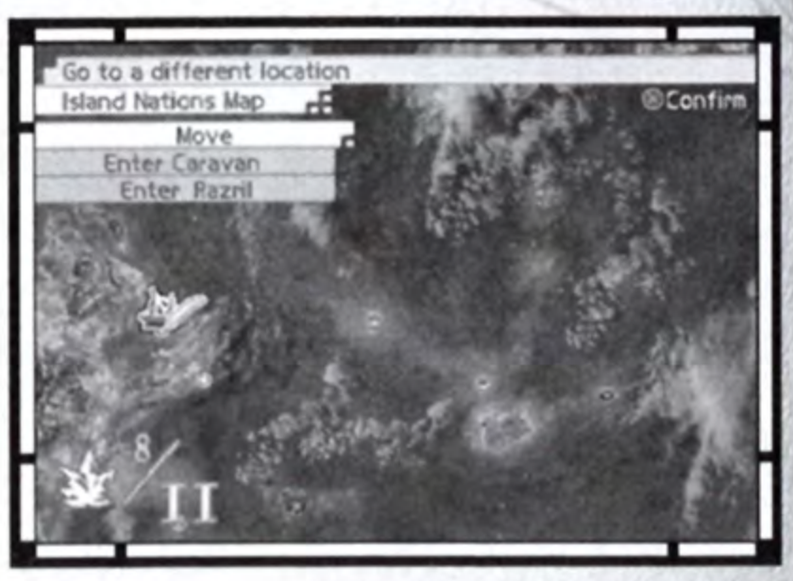
Other Runes

Name	*Effect*
Violence Rune	Berserk state + increased PDF/MDF when HP falls to 1/2 level
Killer Rune	Increases chance of a critical hit
Counter Rune	Increases chances of dodging and counterattacking
Gale Rune	Boosts Speed
Sunbeam Rune	Heals small amount of HP after turn ends
Drain Rune	Heals HP when owner scores a critical hit
Skunk Rune	Decreases chance of being targeted by enemies
Rune of Balance	Gains resistance to unbalance during battle
Warrior Rune	Converts 1/2 of Physical Defense to Strength
Wizard Rune	Converts 1/2 of Magic Defense to Magic
Bucket Rune	Chance of enemy getting bucket over head when hit
Balloon Rune	Chance of enemy getting a balloon attached when hit
Silence Rune	Chance of enemy getting silenced when hit
Prosperity Rune	Increases amount of Potch gained from defeated units
Fortune Rune	Increases amount of experience and Skill Points gained
Hunter's Rune	Lowers Attack but makes enemies always drop an item
Champion's Rune	Decreases chance of encountering weak enemies
Firefly Rune	Lures enemies to target this unit first
Chameleon Rune	Changes +Affinity element daily
Mischief Rune	When stealing, causes status ailment in victim
Charm Rune	Charms all allies

World Map

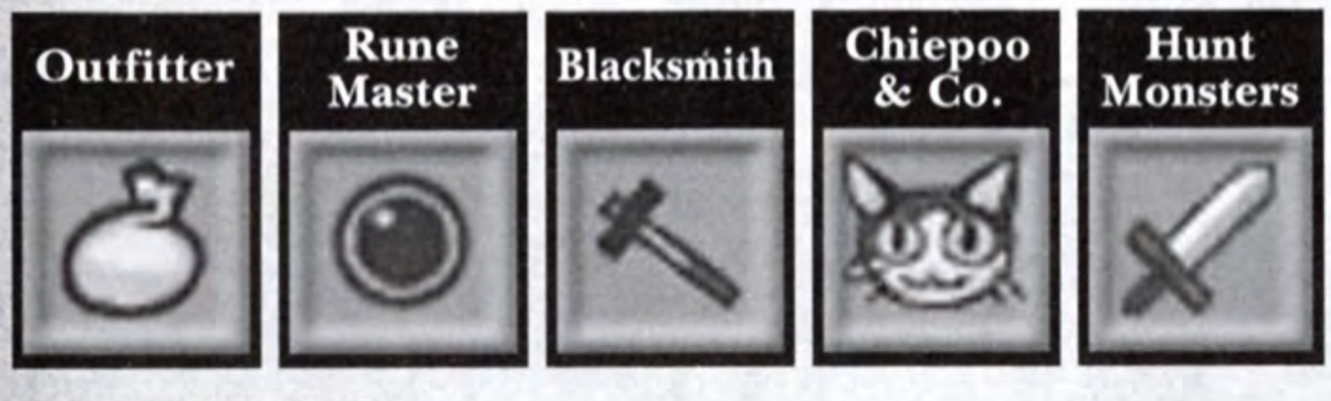
As the story progresses, Kyril and company will be able to move from location to location via the world map. On the bottom left of this screen, the current date will be displayed. On the bottom right, the current Potch will be displayed.

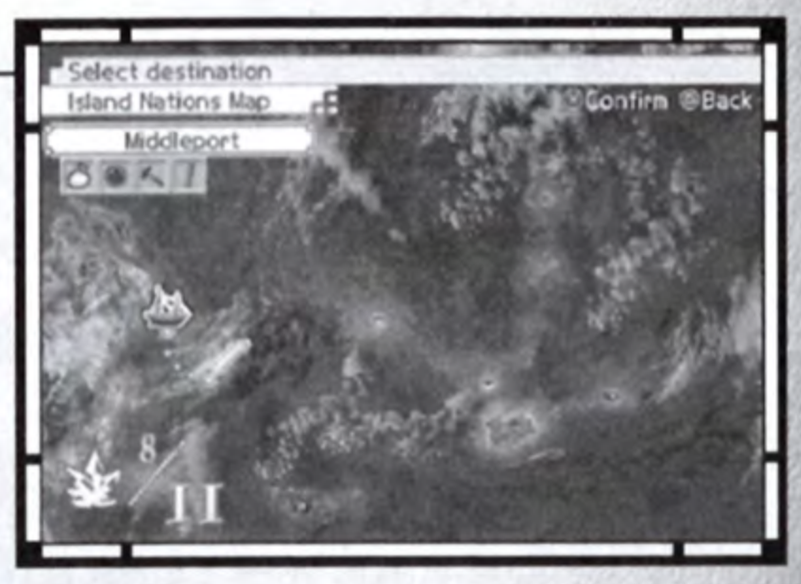
Commands	
Move	Move from current location to another location on the map.
Enter Caravan	Enter caravan.
Enter Town, Facilities	Enter town or facilities at current location.
Hunt Monsters	Battle freely against monsters in certain locations.



Icons at Destination

The following icons will be displayed when these facilities are available at the destination.





Events that need to be completed in order for the story to progress will be denoted by this icon. Battles may start immediately at destinations with this icon. Be prepared before moving to destinations with this icon.

Towns

There are various facilities located in town. Preparations for battle and helpful information can be gathered here.

Outfitter

Buy and sell items here. Rare items may be discovered in the "Bargain" section.

Blacksmith

Weapons can be honed and leveled up here.

Rune Master

Visit the Rune Master to have a sealed Rune equipped to a unit.
Runes can be broken down into two major groups: magic and ability. There are an additional 3 sub-categories as well. Units that excel in physical combat cannot equip magic Runes, while units that excel in magic cannot equip ability Runes.

Gossip

Talk to the townspeople to hear what they have to say. Every now and then, you may discover some vital information that is necessary to advance the story.

Ruins of Obel

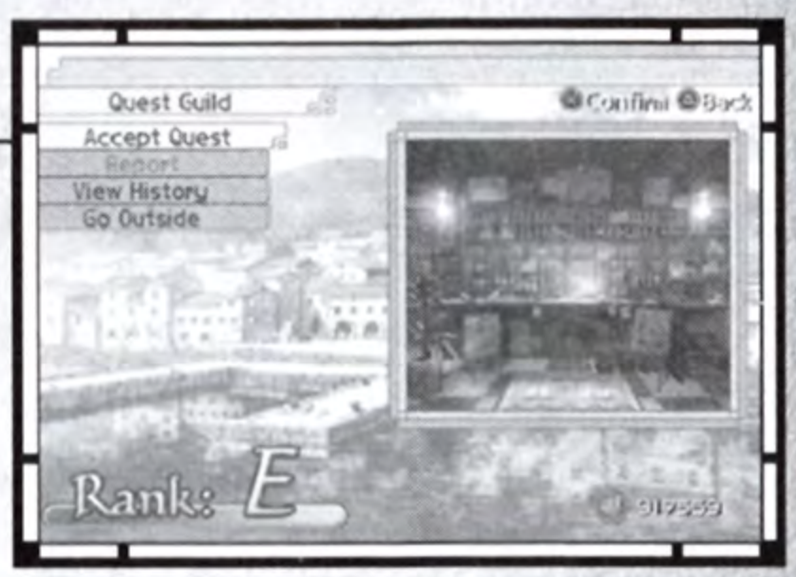
At some point, it will be possible to explore the ruins located deep in the Kingdom of Obel.

*If the team is defeated in the ruins, they will be returned to the entrance of the ruins.

Also, if the player chooses to "Continue" while in the ruins, items that are used or units that have died will not be returned to their pre-battle status.

Quest Guild

Various quests and missions can be undertaken once you discover the Quest Guild. Missions include locating a special item, making deliveries, or sending a unit out on a solo mission. When the mission is complete, return to the Quest Guild to report and collect your reward. As missions are successfully completed, the available quests will increase in rank, and missions of greater difficulty and reward will become available.



Accept Quest:

Kyril will be able to select quests appropriate to the current hunter rank. For dispatch quests, a unit must be selected for this mission and will not be available for battles until they return from the mission.

Accept Quest
Next Page
Confirm
Back
Pirate Hunt (Part I)
New
Client: Chief of Nav Island
Quest:
Pirates have been looting in the waters near Nav Island, and there's nothing we old folks can do about it. Is there somebody out there who could teach those scoundrels a lesson?

HINT! Dispatch quests will require that one of your units be sent out on their own to complete the mission. The successful completion of that mission depends upon that unit's ability. Read the mission information carefully to decide who is best suited to successfully complete the quest.

Report:

Report on the currently accepted mission from the Quest Guild. It is also possible to cancel missions that are currently accepted. Dispatch quest results will be unknown until a report is made. The dispatched unit will return to the caravan once the report is complete. Make sure to report the results of all missions.

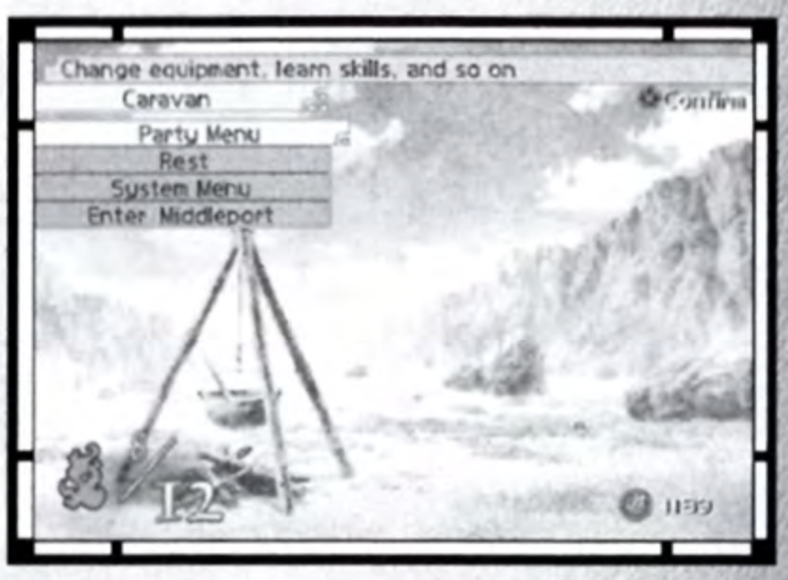
View History:

View all missions that have been completed.

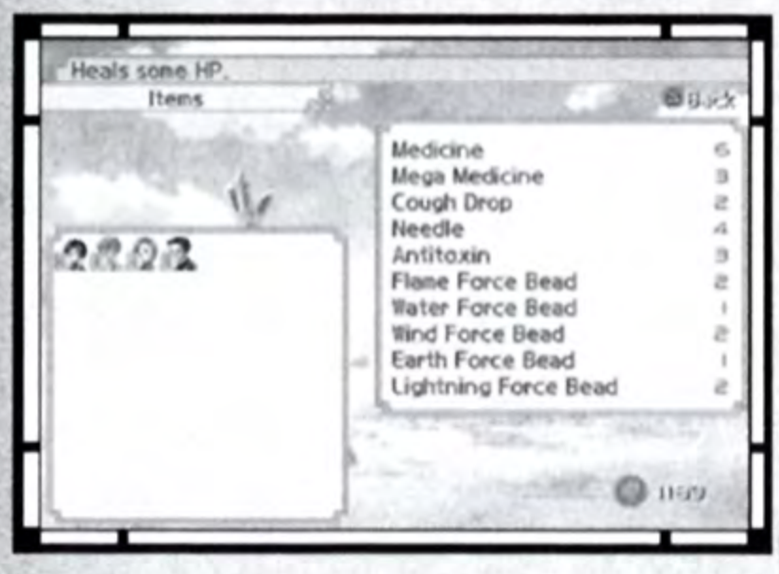
Caravan

At the caravan, units can equip items, equip skills, and make preparations for upcoming battles. The Save and Load functions can also be found here.

The bottom left of the screen displays the current date. The bottom right of the screen displays how much Potch you currently have.



Party Menu



Items:

Check out all the items in the caravan's inventory.

Change Equipment:

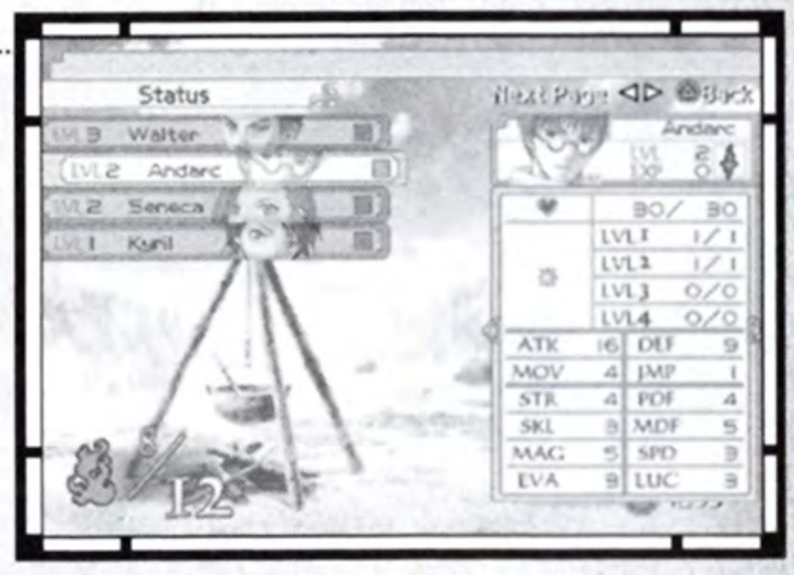
Change equipped armor and accessories.

Learn/Equip Skill:

Units can learn and equip various skills. Skill points will be necessary to learn a new skill. Skill points can be gained by winning battles and by successfully completing missions from the Quest Guild.

Status:

View detailed character information here.



Cooperative Attack:

View a complete list of cooperative attacks that are currently available. Necessary formation and specific results of the cooperative attack can also be examined.

Rest:

One day will pass on the calendar. Occasionally, units may engage in conversation at this time.

System Menu

Save:

Save current game progress.

Load:

Load saved game data.

Options:

Various game options can be changed here.

Help:

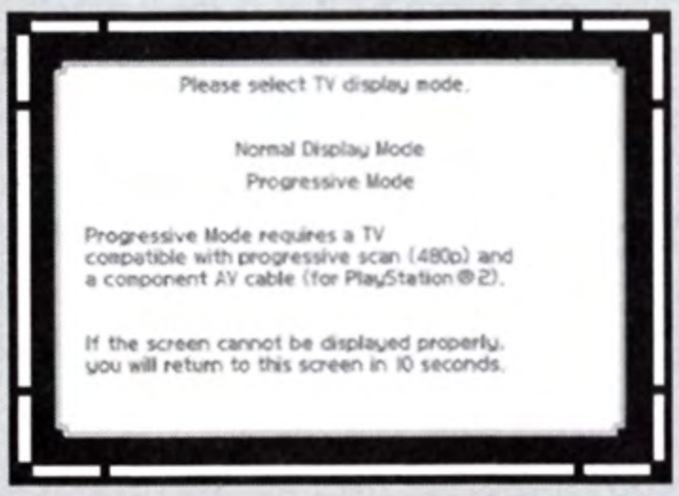
Tips and instructions that have appeared in the game can be reviewed here.

Even if the player chose not to view the instructions earlier, the information will be stored here for later viewing.

Progressive Scan

This game supports progressive scan (480p) mode through the use of a component AV cable (for PlayStation®2). This will enhance the visuals with sharper, crisper images.

Read the onscreen information and choose an option.


Please select TV display mode.
Normal Display Mode
Progressive Mode
Progressive Mode requires a TV compatible with progressive scan (480p) and a component AV cable (for PlayStation®2).
If the screen cannot be displayed properly, you will return to this screen in 10 seconds.

Support Characters

Walter

Kyril's father and Andarc and Seneca's boss. Under Walter's guidance, the group travels throughout the Island Nations hoping to uncover some kind of strange mystery.

Adrienne

A hard-working blacksmith in the Kingdom of Obel. She makes do with what she has, but if she could get her hands on a better hammer...

Lalacle

A young woman who has opened up a Quest Guild in Middleport. An ambitious lady, but quite good-natured. She welcomes all her visitors with a big, warm smile.

Chiepoo

A young Nay-Kobold merchant who has finally fulfilled his dream of opening up his very own shop in the Island Nations. He aspires to expand his business in hopes of becoming a world-famous merchant!

Hints

- Check character status frequently.
- Reducing an enemy to 0 HP will gain the most experience points. Also, the stronger the enemy, the greater the experience points gained.
- Treasure chests can be opened with arrows, skills, or magic.
- Remember to equip skills after learning them. Additional skills can be equipped as the unit levels up.
- Items must be equipped to the unit in order to use them. New items found in battle will automatically be sent to the Caravan.
- Ability and magic usage are limited. The number of times they can be used will increase as the unit levels up.
- Press the □ button to see detailed information about magic spells and abilities.
- Press the □ button to see additional information about Coop. Attacks when selecting the Coop. Attack action. Formations can be checked at this time. This information is also available at the Caravan Menu.
- As the caravan gets larger, the level cap on skills will increase. The more the merrier, the better the skills.

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Konami Game Hint & Tip Line: 1-650-801-0465

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One of the True 27

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Suikoden V

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